



**TOWN OF DISCOVERY BAY
COMMUNITY SERVICES DISTRICT**

RESOLUTION 2014-06

**A RESOLUTION OF THE BOARD OF DIRECTORS
OF THE TOWN OF DISCOVERY BAY,
A CALIFORNIA COMMUNITY SERVICES DISTRICT,
ADOPTING RECREATIONAL LEAGUES RULES AND REGULATIONS
FORMS AND FEES**

WHEREAS, The Town of Discovery Bay Community Services District provides recreational services located within Discovery Bay; and

WHEREAS, The Town of Discovery Bay Community Services District desires to offer registration for various recreational leagues and/or teams; and

WHEREAS, It is necessary to establish the Rules, Regulations and Fees associated with each League and/or Team

NOW, THEREFORE, THE BOARD OF DIRECTORS OF THE TOWN OF DISCOVERY BAY COMMUNITY SERVICES DISTRICT DOES HEREBY RESOLVE AS FOLLOWS:

SECTION 1. That the Board adopt the Adult Bocce Ball League Registration, Rules and Fees package, and that it is attached and included as a part of this Resolution as Exhibit A; and

SECTION 2. That the Board adopt the Adult Softball League Registration, Rules and Fees package, and that it is attached and included as a part of this Resolution as Exhibit B; and

SECTION 3. That the Board adopt the Discovery Bay River Otters Swim Team Registration, Rules and Fee Schedule package, and that it is attached and included as a part of this Resolution as Exhibit C; and

SECTION 4. The Board Secretary shall certify the adoption of this Resolution.

PASSED, APPROVED AND ADOPTED THIS 19th DAY OF March 2014.

Mark Simon
Board President

I hereby certify that the foregoing Resolution was duly adopted by the Board of Directors of the Town of Discovery Bay Community Services District at a regular meeting, held on March 19, 2014, by the following vote of the Board:

AYES: 5
NOES: 0
ABSENT: 0
ABSTAIN: 0

Richard J. Howard, Board Secretary



ADULT BOCCE BALL LEAGUE REGISTRATION, RULES & FEES

League Director: Dan Meewis
(925) 392-4571 (O)
(925)-522-9892 (C)
dmeewis@todb.ca.gov

Bocce Court Location: Cornell Park
505 Discovery Bay Boulevard

TODB Community Center
1601 Discovery Bay Boulevard
(925) 634-1131
www.todb.ca.gov

Registration, Team Fees & General Information

General	04/01/14 – 05/16/14	\$99 / Team
Late	05/17/14 – 05/30/14	\$125 / Team

Registration deadline is Fri. 5/30/14 at 4:00 pm

1. Teams **MUST** submit their completed roster and league fees during the registration period to secure a spot in the 2014 summer league.
2. **League Dates:** The summer league runs Monday June 9th – Wednesday August 13th, 2014 unless make-ups are needed.
3. **Games & Times:** Leagues are based on an 8 game schedule; each night has game times of 6:15pm.
4. **Playoffs:** for the top teams in the league (TBD).
5. **Nights & Divisions:** The following divisions are offered in the evenings
Maximum of 5 teams in each division

Beginner	Mondays
Intermediate	Wednesdays

TEAM ROSTERS & PLAYERS

- 1) **Age:** Players must be at least 18 years old with valid ID (No ID no play)
- 2) **Illegal Players:** Illegal players participating in a game will result in a forfeit for that team.
- 3) **Players:** Participants may play on one (1) team per night, but may play on multiple nights. Players who have started the season on one team may not change to another team during that season. Penalty: Player is then recognized as an illegal player and subject to forfeiture of games played.
- 4) **Roster Size:** A minimum of four (4) players and a maximum of eight (8) players are permitted for each team roster. All players must fill out the roster form completely or they will be considered as an illegal player.
- 5) **Photo Identification:** Players must carry an I.D. at the field at all times. I.D.'s will be checked before playoff games. Penalty: Subject to Forfeiture of game. **Managers can request ID checks if they feel that the opposing team is using illegal players.**

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- 6) **Roster changes:** Please check your game schedule for dates allowed for adding players.
- 7) **Official Roster Change Form:** This must be completed, turned in and approved by the League Director prior to the game in which the player is going to play... Forms are available at the fields, DBCC office and online.
- 8) **Permanent loss of players:** If a team is unable to field a team due to permanent loss of players, the team captain may appeal to the league director and request that an adequate number of players be recruited.

EQUIPMENT

- 1) **Bocce Balls:** Will be provided by TODB staff prior to game. **If teams bring their own bocce balls, they must be standard regulation. If a team desires to play with personal bocce equipment, both teams must agree to the use of personal equipment before the game starts.**
- 2) **Tape measures: will be provided by TODB staff prior to game.**
- 3) **Shoes:** Players must wear closed-toed shoes.

MANAGER'S RESPONSIBILITIES

- 1) Managers are responsible to see that all their players know and abide by the league rules and regulations.
- 2) Managers are responsible to communicate all schedules and schedule changes to their players.
- 3) Managers are responsible to inform all players of proper behavior conduct, league and game rules.
- 4) Managers are responsible to demonstrate cooperation with TODB staff & other league officials.
- 5) Managers are responsible for the actions of their players both on and off the court, as well as any actions of spectators affiliated with their team.

PLAYER'S CODE OF CONDUCT

- 1) **No alcohol or other drugs are permitted** anywhere at the park or parking lot. No exceptions. Forfeiture of game and player(s) suspension will result in the event that alcohol is used. Anyone in possession of an alcoholic beverage will be automatically suspended for one match and the whole team will be placed on probation. **No warning needed.**
- 2) **No Smoking- Smoking is not allowed anywhere at the park.**
- 3) **Children:** Supervision must be provided for children at all times.
- 4) **All pets** must be on a leash and attended at all times, Pet owners are responsible for cleaning up after their pet.
- 5) **Appropriate Sportsmanlike behavior** is expected of all players and spectators at all times. Anyone displaying or threatening violence against a person or property will be automatically suspended from further play.
- 6) **Ejected Manager:** An Ejected Manager must sit out a minimum of one game. The minimum one game suspension will begin after the manager has met with League Director. The manager may not coach, manage or play during the suspension.
- 7) **Ejected Player: An ejected player must leave the Facility following the ejection. Failure to do so will cause the player's team to forfeit the game. Any player ejected from a game will be suspended for minimum of 1 game, and he/she must meet with League Director to compete in any subsequent games in ANY league. The ejected player MUST call (925) 392-4571 to make an appointment. Should an ejected player attempt to play before meeting with the League Director, his/her team will forfeit the game in which he/she played.**
- 8) **Unsportsmanlike Conduct Violations.** Players, Coaches, Managers, Umpires or Spectators will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials, spectators, or TODB Staff- use expletives or negative comments that may be heard by those in the stands and surrounding area of the playing field, or commit other acts that should be considered unsportsmanlike. **Penalty.** The game official will have discretion to warn teams or the staff will take

away points against the offending team or eject players. If a team has zero (0) point's negative points will be assessed.

The league director may also issue suspensions for negative remarks or unsportsmanlike comments directed towards players, umpires spectators or TODB staff.

PLAYING RULES

- 1) **Matches:** Matches consist of three (3) games, or a total time of one (1) hour & forty-five (45) minutes.
- 2) **Starting the Match:** The captains from both teams will flip a coin to start the match. The winner of the coin flip will determine which end of the court play will begin, and may either have the first toss of the PALLINO or choose the color of balls.
- 3) **Starting Team:** Must toss the PALLINO past the center, or "in play" line. If the PALLINO hits the back board, it is invalid, and the opposing team gets to toss the PALLINO. If the opposing team fails to toss the PALLINO correctly, it reverts back to the original team. When the PALLINO has been properly tossed, the player who originally tossed the PALLINO rolls the first ball.
- 4) **The PALLINO:** Remains in play unless it is knocked out of the court or in front of the centerline; then the frame is ended and play resumes from the opposite end. The team that tossed the first PALLINO does so again. No score is awarded for either team. If the PALLINO is knocked into the backboard after the frame begins, it remains in place were it rests.
- 5) **The Player:** Who originally tosses the PALLINO, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, that team must roll again. This team does not roll again until the opposing team has either gotten one of its bocce balls closer to the PALLINO or has thrown all of its balls.
- 6) **Throws:** Players do not have to alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
- 7) **The Team:** whose bocce ball(s) are the closest is called "inside" and the opposing team "outside" whenever a team gets inside, it steps aside and lets the outside team roll. The "outside team" throws until it gets a bocce ball closer to the PALLINO than any of the opponent's bocce balls (NO TIES). This continues until both teams have used all their bocce balls. The team who scored last throws the PALLINO to begin the next frame.
- 8) **When a team wins a game:** The losing team's players must switch ends of the court and then substitutions may be made. The team winning the previous game will toss the PALLINO to start the next game.
- 9) **Side Boards:** Players may use the side boards at any time.
- 10) **Courts:** All players must remain outside of the court while the opposing team is rolling.
- 11) **Ties between two (2) balls:** In the case of a tie between two balls, the prevailing (or first ball) has to be beaten, not tied. If the frame ends in a tie no points are awarded and play resumes from the opposite end of the court with the starting team tossing the PALLINO.
- 12) **Wrong Ball:** If a player rolls the wrong colored ball, simply replace it with correct colored ball comes to rest.
- 13) **Out of turn:** if a player rolls out of turn, return the thrown ball and replace any moved balls back to the approximate spot before the ball was thrown.
- 14) **Moved Ball:** If a ball is moved before all eight (8) balls are played, the opposing team replaces the ball or balls to the approximate position.
- 15) **Dead Balls:**
 - A. Should a player's ball make contact with the backboard, the bocce ball is considered a "dead ball" on impact and is removed from play until the end of the frame. Any other bocce balls that make contact with the backboard as a result of a thrown ball are also considered "dead balls" and are out of play.
 - B. If the first thrown ball of the starting team touches that backboard, the ball is out of play and that team must roll again.

Exhibit A

- C. If the PALLINO makes contact with the backboard as a result of a thrown bocce ball remains wherever it comes to rest even if it's touching the backboard.
 - D. Any thrown bocce ball that returns from the backboard into the field of play and strikes another bocce ball is out of play. Bocce balls, however that were moved as a result of the thrown ball but did not make contact with the backboard are placed in their original positions. If a ball which is struck by the returning ball is moving (when struck), it is still in play and will be left wherever it stops.
 - E. A player's foot may step on, but not completely pass the foul line before releasing the ball. The first infraction of this rule will result in a warning by the game staff. Continued violations of this will result in the thrown ball being declared dead.
- 16) **Measurements:** all measurements will be made from the inside dimension of the bocce ball to the inside dimension of the PALLINO.
- A. At the start of each game each team will designate 1 teammate to make all measurements.
 - B. Anyone from either team may call for a measurement.
 - C. Any team member, who moves a questioned ball, will result in an automatic point to the opposing team.
- 17) **Shooting:** Shooting or lofting the ball in the air beyond the center of the court is not allowed, and will result in a dead ball.
- 18) **Scoring;** only the "inside" team scores.
- A. One (1) point is given for each bocce ball of the inside team that is closer to the PALLINO than any bocce ball from the opposing team.
 - B. If at the end of the frame, the closest ball of each team is the equal distance from the PALLINO, the frame ends and no points are awarded.
 - C. Captains or each team are responsible for keeping the score, and for reporting the results of the match.

GAME TIME

- 1) **Game Start Times:** Leagues are scheduled per night at 6:15 pm (See game schedule for your league)
- 2) **Game Length:** One (1) hour (45) forty five minutes is the maximum time limit for any match. If time runs out in the middle of a game teams will finish its current frame, and whichever team is ahead at that time wins the game.
- 3) **Tie Games:** No game will end in a tie. In the event that a game is tied, there will be a "ROLL OFF" between the two teams. The teams will have a coin flip to determine who will roll the PALLINO; the team that wins the coin flip will decide if they want to roll the PALLINO and go first or if they would like the other team to do so. Each team will have ONE ball to throw. (Ball may be thrown by any player that the team selects). The ball that is closest to the PALLINO wins a point and the game. If both balls that are thrown are "DEAD BALLS" The roll off will begin again with the same player from each team, if there is a second "roll off" the person who did not roll the PALLINO the first time will roll the second time. The score will be recorded as it is after the "roll off" has concluded.
- 4) **Time Runs Out:** in the event that time runs out before the third game has begun play, there will be a "roll off" between the two teams. The teams will have a coin flip to determine who will roll the PALLINO. The team that wins the coin flip will then decide is that want to roll the PALLINO and go first or if they would like the other team to do so. Each team will have one ball to throw (ball may be thrown by any player that the team selects). The ball that is closest to the PALLINO wins a point and the game. Score will be recorded as 3-0 in favor of the team that wins the "roll off"

STANDINGS & TIE BREAKERS

- 1) **League Standings** are determined by a point system. Each game **Win** equals two (2) points, and **Losses** equals zero (0) points. **Forfeits** are counted as (-1) point in the standings for each match forfeited. If a

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team wins all 3 games in a match that team will be awarded one (1) extra point. (if final game starts or ends with a "roll off" teams still will earn the extra point)

a. If two or more teams are tied with identical point totals, a tie breaker procedure will be used.

b. Tie Breaker Procedure:

1. Head-to-head competition (who beat whom).
2. Least points allowed for the season among those tied
3. Most points scored for the season among those teams tied.
4. Coin flips.

PLAYOFFS

- 1) Playoff format will be determined by the league director for all leagues. Format can vary from league to league depending on how many teams are in each league.

RAINOUT POLICY & GAME CANCELLATIONS

- 1) In the event of rain please call (925) 634.1733 after 3:30 pm. It is the responsibility of the managers to find out if their game has been canceled due to inclement weather.
- 2) **Rained out games** will be made at the end of the regular season. If time does not permit a replay of missed games, only games affecting playoff positions will be played.

FORFEITS

- 1) **Forfeit Fee:** Any team that forfeits must pay a \$20 forfeit fee before they participate in any subsequent games. . If the fee is not paid, all team members listed on the roster **will be ineligible to play in any future games or adult sports leagues offered by Town of Discovery Bay until the fee is paid.** The fee must be paid even if the forfeit is the last match.
- 2) **Forfeit Game Score:** Forfeiting team will be one (1) and the non-forfeiting team will be nine (9). There is also a (-1) point in the standings.
- 3) **Minimum Number of Players:** If a team fields less than two (2) players, the game is considered a forfeit. A two (2) or three (3) member team may play only throwing two (2) balls per player.
 - A. Players cannot be substituted nor can a player enter into play once the game has started.
EXCEPTION: a team that is playing with less than four (4) players.
- 4) **Grace Periods:**
 - A. A team not present within 15 minutes of the scheduled starting time forfeits game 1
 - B. A team not present within 25 minutes of the scheduled starting time forfeits game 2
 - C. A team not present within 35 minutes of the scheduled starting time forfeits game 3
 - D. The opposing team may not waive starting time forfeits.
- 5) Any team forfeiting three (3) matches may be dropped from the league at the discretion of the League Director.
- 6) Teams who fall out of good standing financially are subject to forfeited games at the discretion of the League Director.



ADULT SOFTBALL LEAGUE REGISTRATION, RULES & FEES

League Director: Dan Meewis
(925) 392-4571 (O)
(925)-522-9892 (C)
dmeewis@todb.ca.gov

Softball Field Location: Cornell Park
505 Discovery Bay Boulevard

TODB Community Center
1601 Discovery Bay Boulevard
(925) 634-1131
www.todb.ca.gov

Registration, Team Fees & General Information

General	04/01/14 – 05/16/14	\$625 / Team
Late	05/17/14 – 05/30/14	\$695 / Team

Registration deadline is Fri. 5/30/14 at 4:00 pm

1. Teams **MUST** submit their completed roster and league fees during the registration period to secure a spot in the 2014 summer league.
2. **League Dates:** The summer league runs Monday June 9th – Wednesday August 13th, 2014 unless make-ups are needed.
3. **Games & Times:** Leagues are based on an 8 game schedule. Each night has a game time of 6:45.
4. **Playoffs:** for the top teams in the league (TBD).
5. **Nights & Divisions:** The following divisions are offered in the evenings:
Maximum of 5 teams in each division

Coed - D League	Monday & Wednesdays
Men's - D League	Tuesdays & Thursday

TEAM ROSTER & PLAYERS

- 1) **Age:** Players must be at least 18 years old with valid ID (No ID no play)
- 2) **Illegal Players:** Illegal players participating in a game will result in a forfeit for that team.
- 3) **Players:** Participants may play on one (1) team per night, but may play on multiple nights. Players who have started the season on one team may not change to another team during that season. Penalty: Player is then recognized as an illegal player and subject to disciplinary action. – **EXCEPTION: teams may borrow a player from another team if they have less than 8 and are about to forfeit. THIS MUST BE APPROVED BY THE OPPOSING TEAMS MANAGER. If the team's players show up then the borrowed players MUST replace themselves with the original team member.**
- 4) **Roster Size:** A minimum of twelve (12) players and a maximum of twenty (20) players are permitted for each team roster.

- 5) **Photo Identification:** Players must carry an I.D. at the field at all times. I.D.'s will be checked before playoff games. Penalty: Subject to Forfeiture of game. **Managers can request ID checks if they feel that the opposing team is using illegal players. GAME CLOCK DOES NOT STOP FOR ID CHECKS**
- 6) **Roster changes:** Please check your game schedule for dates allowed for adding players.
- 7) **Official Roster Change Form:** This must be completed, turned in and approved by the League Director prior to the game in which the player is going to play. The Scorekeeper may accept the forms at the field. Forms are available at the fields, DBCC office and online.

EQUIPMENT & UNIFORMS

- 1) **Game Balls:** Will be distributed to the umpires before each game by the scorekeeper. **It is the hitting team's responsibility to retrieve any ball that travels beyond the field of play.**
- 2) **Shoes:** No metal cleats. Players must wear closed-toed shoes.
- 3) **Catchers Mask: (optional)** Catchers may choose to wear a mask during play. Each team provides its own catcher's mask.
- 4) **Bats:** USSSA Approved slow pitch bats are allowed. Go to www.ussa.com for a list of legal and illegal bats. Penalty: Bat will be removed from the game, and the player will be called out. Or ejected from the game.
- 5) **Uniforms:** All players are required to wear a number that is 4" minimum height, legible and visible by the Scorekeeper. No duplicate numbers. Taped or pinned numbers are OK.
- 6) **Jewelry:** For the safety of the players, jewelry must be removed prior to the game. This includes watches, rings, earrings, including wedding rings. Medical alert tags and bracelets are approved. All other jewelry must be removed. TODB is not responsible for lost or stolen jewelry. Players must sit out until they have complied. **Rule is enforced by the UMPIRES discretion.**

MANAGER'S RESPONSIBILITIES

- 1) Managers are responsible to see that all their players know and abide by the league rules and regulations.
- 2) Managers are responsible to communicate all schedules and schedule changes to their players.
- 3) Managers are responsible to inform all players of proper behavior conduct, league and game rules.
- 4) Managers are responsible to demonstrate cooperation with umpires, scorekeepers and other league officials.
- 5) Managers are responsible for the actions of their players both on and off the field, as well as any actions of spectators affiliated with their team.

PLAYER'S CODE OF CONDUCT

- 1) **No alcohol or other drugs are permitted** anywhere at the park or parking lot. No exceptions. Forfeiture of game and player(s) suspension will result in the event that alcohol is used. Anyone in possession of an alcoholic beverage will be automatically suspended for one game and the whole team will be placed on probation. **No warning needed.**
- 2) **No Smoking- Smoking is not allowed anywhere at the park.**
- 3) **Children are not allowed** on the playing field or in the dugouts. Supervision must be provided for children at all times.
- 4) **All pets** must be on a leash and attended at all times. No pets are allowed on the playing field or in the dugouts.
- 5) **Appropriate Sportsmanlike behavior** is expected of all players and spectators at all times. Anyone displaying or threatening violence against a person or property will be automatically suspended from further play.
- 6) **Ejected Manager:** An Ejected Manager must sit out a minimum of one game. The minimum one game suspension will begin after the manager has met with League Director. The manager may not coach, manage or play during the suspension.

- 7) **Ejected Player:** An ejected player must leave the dugout and play field following the ejection. Failure to do so will cause the player's team to forfeit the game. Any player ejected from a game will be suspended for minimum of 1 game, and he/she must meet with League Director to compete in any subsequent games in ANY league. The ejected player **MUST call (925) 392-4571** to make an appointment. Should an ejected player attempt to play before meeting with the League Director, his/her team will forfeit the game in which he/she played.
- 8) **Unsportsmanlike Conduct Violations.** Players, Coaches, Managers, Umpires or Spectators will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials, spectators, or TODB Staff- use expletives or negative comments that may be heard by those in the stands and surrounding area of the playing field, or commit other acts that should be considered unsportsmanlike. **Penalty.** The game official will have discretion to warn teams or the umpire will assess outs against the offending team or eject players.

The league director may also issue suspensions for negative remarks or unsportsmanlike comments directed towards players, umpires spectators or TODB staff.

- (A) If an unsportsmanlike violation is assessed against team while it is at bat, an extra out will be recorded. If the violation is committed in the process of making the third out of the inning, the inning will be over. There can only be one out per pitch.
- (B) If an unsportsmanlike violation is assessed against the defensive team, it will begin its next at bat with one (1) out.

PLAYING RULES

- 1) **Lineup Cards:** Submit the team lineup to the Scorekeeper **at least ten (10) minutes prior to game time.** The lineup card **must include each player's first and last name, uniform number or identify mark- (example: Red Shirt or Green hat) Line ups must be legible. Please make sure all players on the lineup card are present before it's submitted.** Please list all players on lineup card, even if they are not in the batting line up. All subs and defensive only players should be listed on the bottom of the card.
- 2) **Dugouts:** Home Team uses the third base dugout. Visitor Team uses the first base dugout. Only players and managers are allowed in the dugouts. Please dispose of trash in the containers.
- 3) **Pitch Count:** League uses a 4-ball, 3-strike, foul 3rd strike out rule.
- 4) **Pitch Height:** 6-foot minimum and 12-foot maximum will be observed.
- 5) **Pitching Rubbers:** There will be 2 pitching rubbers one at 50" and at 55". Pitchers can pitch from the rubber or anywhere in between the 2 pitching rubbers. Need to have 1 foot completely inside of space between the 2 rubbers. .
- 6) **Distance between the pitchers mound and home plate** is 50ft & 55ft
- 7) **Distance between the bases** is 70 feet.
- 8) **Strike Zone:** Consists of both the plate and the mat.
- 9) **Travesty Rule:** A forfeited game will be declared by the umpire in favor of the team not at fault if a team uses tactics noticeably designed to delay or hasten the game.
- 10) **Commit Line:** Once a runner touches/crosses the commit line, the runner becomes a force out at home plate. Exception: If a runner fails to tag up on a fly and crosses the commit line, he/she may return to 3rd base to avoid the out.
- 11) **First Base:** All leagues will use a double bag at first base.
- 12) **Home Plate Veer Line:** Runners may not touch home plate when scoring a run. Instead, they must run to cross the line. Crossing is when the runner's foot or other body part touches the veer line or ground past the veer line. **A team will be given one warning.** After the warning, any player stepping on the plate will be declared out.
- 13) **Home plate plays** are force outs unless the throw is off-line then a tag may be applied. Home plate is played like the first base rules.
- 14) **No bunting, Stealing or leading off, all base runners must stay on the base until the ball is hit. Players that leave the base early will be call OUT.**

- 15) **Sliding** is permitted at any base providing the runner does not crash into the fielder. If the runner intentionally collides with the fielder, the umpire may call the runner out and the ball dead. **Any flagrant crash sliding act by the runner is subject to an ejection.**
- 16) **Diving back headfirst** into a base is permitted.
- 17) **Base Running/Interference:** When attempting to break up a double play the runner must slide legally or get out of the way. If the runner does not do either, an interference call may be made by the official. Interference is a judgment call.
- 18) **Fielders who obstruct the base without the ball** or making fake tags are subject to ejection.
- 19) **Infielders must be in the infield dirt until the ball is hit.** Outfielders must be in the grass. Outfielders in Coed must be behind the cone and the line until the ball is hit for all batters. If players do not comply, the ball will be called dead bases can be awarded.
- 20) **Minimum Number of Players:** A team must be able to field at least eight (8) players to start or continue a game. Coed teams may start with eight (8) players provided that there are at least (4) women. The total number of men may only outnumber the women by +1 on the field and +2 in the batting order.
(A team can have +2 men on the field however a man must catch and he is courtesy catcher only he cannot make any plays) Women may outnumber the men on the playing field with no maximum (Also see "Coed Field Positions")
- 21) **Losing Players/Batter Leaves Game:** If a team loses a player from the batting order and there is no substitute, that position will become an out the next at bat. After one rotation of the batting order the position will be skipped without penalty. **(Not in effect if player is injured, and cannot return to game) If a team falls below the minimum numbers of players (8) for any reason during the game the game will be declared a forfeit.**
- 22) **Courtesy Catcher:** If a team only has eight (8) players, the opposing team must supply a courtesy catcher. The courtesy catcher will only be used to return the ball to the pitcher.
- 23) **Courtesy Runner:** A courtesy runner will be allowed once per inning for any reason. The courtesy runner is the last recorded out. Courtesy Coed Runner will be the last male or female to make an out, whichever applies. One (1) male and one (1) female courtesy runner per inning.
- 24) **A. Line ups:** Teams may bat as many players as they would like. If a team has 10 or more players they **MUST** bat at least 10. Once the lineup card has been submitted you may not remove players from the lineup. Players can also be added to the bottom of the line as needed, but need to be announced to the score keeper before their at bat. **Substitutions:** The starter and the substitute may each reenter the game once. These players can only re-enter to their original batting position. Must be announced to the scorekeeper before at bat.
B. A team may declare at the time that lineups are exchanged prior to the start of play that any batting order position will be occupied by two (2) players in that specified batting position. That is 3A/3B, 9A/9B, 10A/10B, etc. The first time that lineup position gets an at bat, "batter A" would hit And the next time this slot hits, "batter B" would hit, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Singular batting order positions may be interspersed among A/B batting order positions (i.e. 3A/B, 4, 5A/B, 6) in any combination or added to the end of the batting order as desired (i.e. 9A/B, 10A/B, 11, 12, 13). In coed leagues A/B cannot be divided with a man and a women
- 25) **Substitutions:** The scorekeepers are not allowed any substitutions that are illegal. Such as an improper entry, if he/she is aware of it.
- 26) **Defensive Substitutions:** There are free substitutions on defensive at all times. (players do not have to be in the hitting line-up, but all players need to be on the line-up card and the official roster)
- 27) **Continuous Batting Order:** All teams in the league will be permitted to insert all of their players into a continuous batting lineup. When using the continuous lineup, players may enter and re-enter the game on defense (free substitution). Once the game starts, you cannot change from a Set Lineup to a Continuous Lineup. Coed Continuous Batting Order.
- 28) **Batting Out Of Order:** If the Scorekeeper notes that a team is batting out of order, he/she is to notify the umpire-in-chief and the proper player is to bat without penalty prior to the first pitch. If a pitch is thrown it is an out will be recorded and the appropriate hitter will bat.

- 29) **Coed Batting:** The order must alternate male/female, starting with either a male or female. If there are an unequal number of male/female players, women may bat back-to-back. Men **may not** bat back-to-back. If there is 5 men and 4 women all players can bat, but add #10 in the line-up and the women will cycle through the # 10 spot.
- 30) **Coed Field Positions:** **Players can play anywhere on the field. With the exception of teams playing with 6 men and 4 women on the field. A male needs to play catcher and is Courtesy ONLY! He May not make any plays at the plate or anywhere else on the field, other than returning the ball back to the pitcher after each pitch.**
- 31) **Coed Walk Rule:** Any walk to a male batter will result in a two base award. The next female batter must bat unless there is 2 outs the female batter has the option to take first base. Existing runners will advance only when forced.
- 32) **Coed Outfield Cones and Line:** All outfielders must remain behind outfield cones for all batters until the ball is hit. The cones mark a 170-foot arc from home plate. Short fielder also remains behind the line. Penalty: Batter will be awarded first base. If cones are unavailable, umpires will determine when outfielders are playing too close. There is also a line painted in the outfield to determine this.

GAME TIME & RUN RULES

- 1) No pre-game batting practice on the field.
- 2) **Game Clock:** All game times will be kept by the scorekeeper.
- 3) **Game Start Times:** Leagues are scheduled per night at 5:30 pm, 6:45 pm (See game schedule for your league)
- 4) **Game Length:** is 70 minutes or 7 innings, whichever occurs first. No new inning will start after the 70 minute time limit. Once a new inning starts, it will be played till its conclusion. (unless a team is down by 15 runs when time expires) Tie games may go extra innings ONLY if time is remaining on the clock. Extra innings will be played regular.
- 5) **Grace Period:** All games have a 15 minute grace period before a forfeit is called. The game clock will start at game time. After 15 minutes, if one or both of the teams do not have a minimum of eight (8) players required, the game is a forfeit. If one or both teams are forced to use the grace period, the team(s) **will lose their first at bat after 10 minutes.** Forfeits will be declared by League Director or the score keeper on field.
- 6) **15 Run Rule:** If, at the end of the 70 minute play period, one team is ahead by 15 or more runs, the game shall be terminated immediately. The inning will not be completed.
- 7) **Coed 10-Run Rule:** No team may score more than 10 runs per inning. Once a team scores its 10th run, the other team will take its turn at bat even if there are less than three (3) outs. *The 7th inning is an open inning no 10-run rule in affect. If the time runs out in the middle of an Inning that inning becomes an open inning. Score keepers will inform umpire when open inning is in affect if before the 7th inning.*

STANDINGS & TIE BREAKERS

- 1) **League Standings** are determined by a point system. Each **Win** equals two (2) points, **Ties** equals one (1) point, and **Losses** equals zero (0) points. **Forfeits** are counted as (-1) point in the standings. Standings are based on points. If two or more teams are tied with identical point totals, a tie breaker procedure will be used.
- 2) **Tie Breaker Procedure:**
 1. Head-to-head competition (who beat whom).
 2. Least runs allowed for the season among those tied
 3. Most runs scored for the season among those teams tied.
 4. Coin flips.

PLAYOFFS

- 1) Playoff format will be determined by the league director for all leagues. Format can vary from league to league depending on how many teams are in each league.
- 2) The highest seeded team is home team.
- 3) Games will consist of 70 minutes or 7 innings, whichever occurs first. No new innings will start after 70 minutes. **The 15-Run Rule when time expires is not in effect. The 10-Run Rule for coed is not in effect.**
- 4) No tie games. Games will be played until there is a winner.

RAINOUT POLICY & GAME CANCELLATIONS

- 1) In the event of rain please call (925) 522-9892 after 3:30 pm. It is the responsibility of the managers to find out if their game has been canceled due to inclement weather.
- 2) **Rained out games** will be made up as field space is available or at the end of the regular season. If time does not permit a replay of missed games, only games affecting playoff positions will be played.
- 3) **Games may be cancelled by the umpiring crew** if the weather or field conditions are deemed to be unsafe.
- 4) **Games cancelled after 5 innings and/or 50 minutes** have been completed will be considered complete games. If games must be made up they will be replayed as a new game.

FORFEITS

- 1) **Forfeit Fee :** Any team that forfeits must pay a \$20 forfeit fee before that participate any subsequent games. . If I do not pay the fee I understand that I and all team members listed on the roster **will be ineligible to play in any future games or adult sports leagues offered by Town of Discovery Bay until the fee is paid.** The fee must be paid even if the forfeit is the last
- 2) **Forfeit Game Score:** Forfeiting team will be one (1) and the non-forfeiting team will be nine (9). There is also a (-1) point in the standings.
- 3) **Minimum Number of Players:** A team must have eight (8) players to start a game. An injury or player ejection that reduces the team to seven (7) or fewer players causes a forfeit.
- 4) Teams that lose a player without penalty of forfeit as long as they have eight (8) players to finish the game.
- 5) Any team forfeiting three (3) games may be dropped from the league at the discretion of the League Director.
- 6) Teams who fall out of good standing financially are subject to forfeited games at the discretion of the League Director.

PROTESTS

- 1) **Protests must be made at the point of contention.** The team manager must call time out and notify the head umpire and field monitor of his/her intent to protest. The umpire will inform the scorekeeper and field monitor and the opposing team manager that the game is being played under protest. Game play shall continue immediately.
- 2) **Protest Follow-up:** All protests must be submitted in writing and accompanied by a \$20 (Cash) protest fee, no later than 5 p.m. the following business day at the TODB community center. If the protest is upheld, the protest fee will be returned. Judgment calls will not be considered.
- 3) **Protest on Player Eligibility:** The protest must be stated before the final out of the game by notifying the head umpire. The player whose eligibility is in question must provide proof of I.D. (i.e. Drivers License) to the Scorekeeper. This must be done before the game ends. If the player is proven to be ineligible, the game will be declared a forfeit.
- 4) Failure to follow the protest procedures will void all protests.
- 5) All rulings are final.



DISCOVERY BAY RIVER OTTERS REGISTRATION, RULES & FEES



Parks & Landscape Manager: Fairin Perez
(925) 634.1733 (O)
fperez@todb.ca.gov

Swimming Pool Location: Community Center
1601 Discovery Bay Boulevard
(925) 634-1131
www.todb.ca.gov

Registration, Team Fees & General Information

Full Season	Ages 5 - 18	\$350 / Swimmer
Partial Season (After School Ends)	High School Swimmers Only	\$275 / Swimmer

- Registration** fees may be paid in Check, Cash, Visa or MasterCard
 - Optional Payments plan: \$150 at time of registration, two pre-planned payments of \$100/each. Registration to be paid in full by 4/1/14. Must use Credit Card for this option.
- Try Outs:** Each swimmer must pass a swim test on April 5th. Registrant must be able to swim the length of the pool (25 yards) unassisted.
- Team Practice Dates:** Practice begins April 14th and runs through July 19th. Practices will be held Monday thru Thursday each week. Qualifying swimmers may continue to Contra Costa County Championship meet in mid-August.
- Meets:** All meets will be "Away". Those wishing to compete must provide copy of Birth Certificate.

REFUNDS

All but \$40.00 of the registration fee will be refunded (per swimmer) if you decide to leave the team by the end of Orientation Week (first week of practice April 14 - 17, 2014) or if the coaching staff determines that your swimmer is not able to satisfy the minimum distance requirement at the end of Orientation Week. **NO REFUNDS are permitted after Orientation Week – NO Exceptions.**

CODE OF ETHICS

Consistent with dignified behavior, Discovery Bay River Otters Swim Team member and families will observe the following:

- No one shall behave in an unsportsmanlike manner at any team activity.
- No one shall be intoxicated or become intoxicated during any team activity.
- No one should use obscene or abusive language
- No one shall disrespect River Otters Swim Team or Town of Discovery Bay facilities or equipment (vandalism, destruction of property, etc.) or
- No one shall conduct himself (herself) in any manner that can be considered detrimental to the best interest of the team.

VIOLATIONS:

Anyone violating the code of ethics or intentionally disregarding Town of Discovery Bay (TODB) Rules or Policies or the Regulation of the Discovery Bay River Otters Swim Team (DBRO) shall be subject to a minimum of one week suspension and possible expulsion from the team. Any second violation will result in immediate expulsion from the team. All violations will be reported to TODB management.

SWIMMER RESPONSIBILITIES:

It is imperative that swimmers pay attention to the coaches and do what is asked. If swimmers do not follow instructions or endanger the health and safety of themselves and/or others, the coaches have full authority to remove the individual from the pool and/or deck. Coaches will report the infraction to the Discovery Bay River Otters Swim Team Parent Board and the TODB management. The board will review each case and notify the parent(s) directly regarding their determination.

ALWAYS

- **Be respectful of coaches, teammates, opponents, officials, parents, and community members**
- **Be respectful of all TODB facilities and equipment**
- **Be prepared; bring a spare set of goggles, suit, and cap for use as needed**
- **Pay attention; when a coach is talking, listen and focus on what the coach is saying**
- **Be in water without assistance**
- **Be on time for practice**
- **Be a positive supportive member of the team and encourage your teammates. River Otters demonstrate good sportsmanship and team spirit.**
- **Swim for the fun of it and your team**
- **Challenge yourself to give your best effort on each lap, streamline, turn, and finish**
- **Attend practice regularly**

AT MEETS

- Be on time for warm ups
- Be sensible about when and what you eat and drink both before and during meets
- Get as much rest as possible before meets
- Hydrate – drink lots of water before and during meets
- Support teammates by cheering for each other, but remember time between races is not play time
- Check that the lane the lane recorder has your correct name after each event
- Set personal goals for yourself
- Keep track of your swim times
- Stay for the entire meet unless released by a coach
- Each swimmer is expected to help clean up the team area after meets

PARENT RESPONSIBILITIES

Please keep in mind that the Discovery Bay River Otters Swim Team is a recreational team with an emphasis on developing strokes, technique, and a sense of good sportsmanship. It is important to remember that winning a particular race is not necessarily the ultimate goal. Winning in recreational swimming comes in many forms: swimmers improving times, challenging themselves by swimming different strokes, etc.

- BE INVOLVED!! Help lighten the load for everyone.
- Meet Director(s) will post the work assignments. Please check the information board daily. You should be prepared to work at **every meet your child is swimming**.
- Support your swimmer and team in a positive manner. Cheer for your swimmer and team and not against opponents.
- Stay informed by checking family folder, website, bulletin boards, and emails regularly.
- Notify coaches, in writing, of vacations or other absences as early as possible. Do not forget to sign in swimmers to meets. If a swimmer is not signed in, the parent is not excused from work obligations.
- Parents are strongly encouraged to observe practices, although you are **not allowed on the pool deck**. Talking with coaches during practice is not allowed. If you need to talk to the coaches try before or after practice, by phone, or email (riverottercoaches@gmail.com).
- Discuss any concerns, issues, or comments regarding the team with a parent board member. The board parent will discuss any communications with the coach and or swim members, if necessary.
- Show respect for all swimmers, coaches, volunteers, officials, opponents, parents and team members.
- Allow the coaches to coach and know that they have your swimmer's best interest in mind. Any concern regarding coaching should be discussed with the parent board.
- Remember the time to discuss the progress of your child is not during practice. While your child may be done with practice, the coaches may still be coaching other swimmers.
- Remember you are responsible for supervising your swimmers during meets. Coaches are responsible for the supervision of swimmers during practice times.

COACH RESPONSIBILITIES

- Work closely with Discovery Bay River Otters Swim Team parent board.
- Work and cooperate closely with TODB staff and leadership.
- Assume full control of practices.
- Provide positive support for the swimmers to help them improve physically and mentally.
- Select and post individual stroke assignments for each swimmer.
- Has the authority in discipline matters at meets and practices to extent of expelling a swimmer, if necessary.

- Responsible for: team discipline, meet sign in, meet lane assignments, practice plans, and reviewing computer printouts.
- The coaching staff has the final word in all matters concerning the team programming. This includes workouts, grouping of swimmers in practice, and relay selections.